

# WEST Search History

DATE: Saturday, October 25, 2003

## Set Name Query

side by side

DB=USPT; PLUR=YES; OP=OR

L15 110 and L14  
 L14 11 and 16 and 19 and 113  
 L13 assembly adj object\$1  
 L12 15 and 16 and 17 and 18  
 L11 15 and 16 and 17 and 18 and 19  
 L10 12 or 13 or 14  
 L9 adapter adj object\$1  
 L8 inactive adj state  
 L7 assembly adj object\$1  
 L6 connection\$1 and terminal\$1  
 L5 subordinate adj object\$1  
 L4 ((709/223 )!.CCLS. )  
 L3 ((709/103 )!.CCLS. )  
 L2 ((709/310 |709/311 |709/312 |709/313 |709/314 |709/315 |709/316 |709/317  
 |709/318 |709/319 |709/320 )!.CCLS. )  
 L1 6226692.pn.

## Hit Count Set Name

result set

1 L15  
 1 L14  
 874 L13  
 0 L12  
 0 L11  
 2980 L10  
 73 L9  
 7616 L8  
 0 L7  
 326473 L6  
 193 L5  
 1199 L4  
 301 L3  
 1556 L2  
 1 L1

INVENTOR  
 SEARCH  
 DONE  
 10-25-03  
 SIX

END OF SEARCH HISTORY

**WEST****End of Result Set**☐ **Generate Collection** **Print**

L15: Entry 1 of 1

File: USPT

May 1, 2001

US-PAT-NO: 6226692

DOCUMENT-IDENTIFIER: US 6226692 B1

TITLE: Method and system for constructing software components and systems as assemblies of independent parts

DATE-ISSUED: May 1, 2001

## INVENTOR-INFORMATION:

| NAME                   | CITY          | STATE | ZIP CODE | COUNTRY |
|------------------------|---------------|-------|----------|---------|
| Miloushev; Vladimir I. | Laguna Niguel | CA    |          |         |
| Nickolov; Peter A.     | Irvine        | CA    |          |         |

## ASSIGNEE-INFORMATION:

| NAME                        | CITY       | STATE | ZIP CODE | COUNTRY | TYPE CODE |
|-----------------------------|------------|-------|----------|---------|-----------|
| Object Dynamics Corporation | Costa Mesa | CA    |          |         | 02        |

APPL-NO: 09/ 077796 [PALM]

DATE FILED: October 28, 1998

## PARENT-CASE:

This application depends for priority upon U.S. Provisional Patent Application Ser. No. 60/008,699, filed Dec. 15, 1995, which is incorporated herein in its entirety by reference thereto.

## PCT-DATA:

| APPL-NO        | DATE-FILED        | PUB-NO     | PUB-DATE     | 371-DATE     | 102 (E) -DATE |
|----------------|-------------------|------------|--------------|--------------|---------------|
| PCT/US96/19675 | December 13, 1996 | WO97/22925 | Jun 26, 1997 | Oct 28, 1998 | Oct 28, 1998  |

INT-CL: [07] G06 F 9/00

US-CL-ISSUED: 709/316

US-CL-CURRENT: 709/316

FIELD-OF-SEARCH: 709/103, 709/223, 709/310-332, 709/316

PRIOR-ART-DISCLOSED:

U.S. PATENT DOCUMENTS

**Search Selected****Search ALL**

|                          | PAT-NO         | ISSUE-DATE    | PATENTEE-NAME     | US-CL   |
|--------------------------|----------------|---------------|-------------------|---------|
| <input type="checkbox"/> | <u>5295242</u> | March 1994    | Mashruwala et al. | 709/223 |
| <input type="checkbox"/> | <u>5481715</u> | January 1996  | Hamilton et al.   | 709/316 |
| <input type="checkbox"/> | <u>5692183</u> | November 1997 | Hapner et al.     | 707/103 |
| <input type="checkbox"/> | <u>5751962</u> | May 1998      | Fanshier et al.   | 709/223 |
| <input type="checkbox"/> | <u>5848419</u> | December 1998 | Hapner et al.     | 707/103 |

ART-UNIT: 211

PRIMARY-EXAMINER: Courtenay, III; St. John

ATTY-AGENT-FIRM: Wittenberg; Malcolm B. Crosby, Heafey, Roach &amp; May

## ABSTRACT:

A system and a method for designing and constructing software components and systems by assembling them from independent parts which is compatible with and extends existing object models. A terminal interface and a terminal mechanism for interfacing objects is included. The mechanism is independent from the actual type of interactions established through it and allows objects to invoke directly services of other objects. All objects in a given system implement and expose a terminal interface. A property interface and mechanism with hierarchical property names and ability to execute queries is also included. The mechanism can be used for parameterization and serialization of objects, as well as to provide structured storage. A new and advantageous type of software object, named parts, is defined. Parts are constructed through an abstract factory and implement a property interface and a terminal interface.

7 Claims, 58 Drawing figures